DEFENSIVE AND COMPETITIVE BIDDING		LEA	ADS AND SIGNA	ALS		W B F CONVENTION CARD	
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)	OPENING L	EADS STYLE					
1 level aggressive		Lead		In Partner's Suit	CATEGORY:	FORCING PASS	
2 level sound	Suit	4 th highest		Attitude	NCBO:	Australia	
Fit showing jumps	NT	4th highest,	, Journalist	Attitude	PLAYERS:	Trevor Fuller & Don Allen	
	Subseq	Natural pres	sent count	Natural present count			
	Other:				\Box		
1NT OVERCALL (2 nd /4 th Live; Responses; Reopening)	LEADS					SYSTEM SUMMARY	
15-18 in 2 nd position	Lead	Vs. Suit		Vs. NT			
10-14 in 4 th position	Ace	Shows AK	or A bare	Shows AK or A bare	GENERAL APP	ROACH AND STYLE	
Responses: 2♣ = Stayman; Full transfers	King	Shows Q		Shows Q	In first and secon	nd position:	
	Queen	Shows J		Shows QJ or KQ	Pass show 13+ a	ny shape	
	Jack	Shows 10		Shows 10, denies any hig	ther 1 shows 0-8 ar	d any shape (fert bid)	
JUMP OVERCALLS (Style; Responses; Unusual NT)	10	From 10,9	or 10,x	Shows honor higher than		to 2♥ are in the 8-12 range	
Typically weak and may be undisciplined	9	From 9x		Typically shows 10 or 92			
Jump in NT is weak or strong with 5/5 shape	Hi-X	Even numb		Even number			
	Lo-X	Odd numbe	er	Odd number			
Reopen:	SIGNALS IN	ORDER OF P	PRIORITY				
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)	Par	tner's Lead	Declarer's Lead	Discarding	SPECIAL BIDS	S THAT MAY REQUIRE DEFENSE	
Direct cue = 5/5 higher two suits, weak or strong	1 Cou		Primarily count	2		up to and including 2NT, as well as Pass in the	
Jump cue = request bid of 3NT if there is a stopper in jumped suit	Suit 2 Att		Primarily count			seat are artificial bids and may require a	
		Kenny	Primarily count		Special defence.		
	1 Cou		Primarily count				
VS. NT (vs. Strong/Weak; Reopening;PH)	NT 2 Att		Primarily count				
X = Single suited hand or strong 18+		Kenny	Primarily count	Count			
2♣ = Clubs and another 5+/4+ either way (but not a 5 card major)	Signals (inclu	ding Trumps):					
2 ♦ = 5+ diamonds and a 4 card major							
2♥ = Both majors, 5+/4+ either way							
2♠ = 5+ spades and a 4+ minor			DOUBLES				
3♣ up = pre-empt							
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)	TAKEOUT	OOUBLES (Sty	le; Responses; R	eopening)			
In almost all situations X is takeout	Typically pro	mises the other i	major and tolerand	ce for 1 other suit			
	Reopening m	y be light					
VS. ARTIFICIAL STRONG OPENINGS- i.e. 14 or 24					SPECIAL FOR	CING PASS SEQUENCES	
Use CRASH starting at 1NT over strong one club openings	SPECIAL, A	RTIFICIAL &	COMPETITIVI	E DBLS/RDLS		In relay auctions a pass is typically forcing	
<u> </u>		d sequences use					
OVER OPPONENTS' TAKEOUT DOUBLE					IMPORTANT	NOTES	
Over 1.*/•/• a redouble is a inv. to game relay						Pass or 1 level openings, ALL bids other than the	
over 177/ v a redouble is a miv. to game relay						ormally the next highest bid) are non forcing	
					PSYCHICS: Ve		
	-				_ = = = = = = = = = = = = = = = = = = =	- J	

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
Pass	Yes		1	13+ any shape $1 = 11+ \text{ artificial and game } 1 = 11+ artifi$		Next bid up is relay (except 1NT after 1♠);	It can't happen with this system
					$1 \bullet = 0.7$ any shape; $1NT = 8.10$; others bids 7-10	All other bids are natural and non forcing	
1.*	Yes	0	4♥	8-12 with 4+ hearts	1 → = inv. game relay; 1 ♥ = game force relay All other bids non forcing and may be artificial	Relay responses to 1 ◆/♥	
1 •	Yes	0	4♥	8-12 with 4+ spades and has	1 ♥ = inv. game relay; 1 ♠ = game force relay	Relay responses to 1♥/♠	
				less than 4 hearts	All other bids non forcing and may be artificial		
1 🔻	Yes	0	4♥	8-12 with 6+ in either minor or, 8-12 with 5+/4+ in minors	1♠ = inv. game relay; 1NT = game force relay Bids of a minor at any level are correctable		
	37	0			<u> </u>	O 1NT C	<u> </u>
1 🛦	Yes	0	4♥	0-8 any shape	1NT = 15-18; 2. = 18+ artificial and forcing	Over 1NT: use transfers	
					$2 \checkmark / \checkmark / \spadesuit = 12-17 \text{ natural; } 2NT = 20-22$	Over 24: 2 for 0-4, all others nat. and GF	
INT Y	Yes		4♥	9-12 balanced, no 4 card major	2♣ = relay, at least inv. to game	Relay responses to 2♣	
					2 ♦ / ♥ / ♠ = transfer		
2 . Ye	Yes	0	4♥	8-12 with 5+ hearts and 4+ in	2 ♦ = Relay; 2 or $3 ♥$ = signoff; $2 ♠$ = nat. NF	Relay responses to 2♦	
				either minor	2NT = inv. with a heart fit; $3 . 4 / 4 = correctable$		
2 •	Yes	0	4♥	8-12 with 5+ spades and 4+ in	$2 \vee = \text{Relay}; 2 \text{ or } 3 \triangleq \text{signoff};$	Relay responses to 2♥	
				either minor	$2NT = inv.$ with a spade fit; $3 . / \bullet = correctable$		
2♥	Yes	0	4♥	8-12 with both majors 5+/4+	$2 \blacktriangle = \text{signoff}; 3 \checkmark / \blacktriangle = \text{to play}$	Relay responses to 2NT	
					2NT = Relay		
2		6		4-7 with 6+ spades	2NT = range and suit strength enquiry	Ogust responses to 2NT	1
				_	New suit = natural and forcing		
2NT	Yes			Pre-empt in either minor and	$3 . / \bullet = correctable;$	<u> </u>	1
				Denies 2 of the top 3 honors	3 v /♠ = natural and forcing		
3 . *		6		Pre-emptive with 2 of top 3	New suit is forcing for one round	1	1
3♦		6		Pre-emptive with 2 of top 3	New suit is forcing for one round		
3♥		6		Pre-emptive	New suit is forcing for one round		
3♠		6		Pre-emptive	New suit is forcing for one round		
3NT	Yes			Gambling 7/8 card minor	<u> </u>		
4.		7	i i	Pre-emptive			1
4 •	1	7	1	Pre-emptive			
4 ♥		7		Pre-emptive			
4 ♠		7	1	Pre-emptive			
4NT	Yes			Specific ace ask			
5 .		7		Pre-emptive		HIGH LEVEL BI	IDDING
5 ♦		7		Pre-emptive		Control asks where $A=2$ and $K=1$	
5♥				No agreement		Denial cue bidding	
5 A				No agreement		Roman Key Card Blackwood	
	1		1			+	